



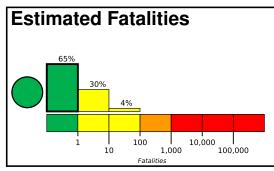


# **PAGER** Version 4

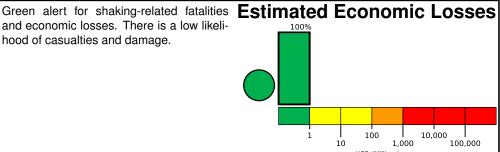
Created: 5 days, 11 hours after earthquake

# M 5.9, 4 km WSW of Chiba, Japan

Origin Time: 2021-10-07 13:41:24 UTC (Thu 22:41:24 local) Location: 35.5771° N 140.0698° E Depth: 62.0 km



and economic losses. There is a low likelihood of casualties and damage.



**Estimated Population Exposed to Earthquake Shaking** 

	POPULATION (k=x1000)	_*	6,165k*	22,993k	18,711k	476k	0	0	0	0
ESTIMATEI MERCALLI	MODIFIED INTENSITY	I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

### Population Exposure

population per 1 sq. km from Landscan

# 5000 138.9°E 141.6°E Utsunomiya Tsukuba 0

#### PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/us6000fsl6#pager

#### **Structures**

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are heavy wood frame and reinforced/confined masonry construction.

#### **Historical Earthquakes**

Date	Dist.	Mag.	Max	Shaking	
(UTC)	(km)		MMI(#)	Deaths	
1983-03-15	242	5.4	VII(259k)	1	
1983-08-08	93	5.6	VII(7k)	1	
1974-05-08	162	6.7	IX(30k)	27	

Recent earthquakes in this area have caused secondary hazards such as landslides and fires that might have contributed to losses.

## **Selected City Exposure**

MMI	City	Population
VI	Kisarazu	123k
V	Satte	55k
٧	Sugito	50k
٧	Kasukabe	207k
٧	Soka	231k
٧	Kukichuo	73k
٧	Chiba	920k
٧	Saitama	1,193k
٧	Yokohama	3,574k
٧	Tokyo	8,337k
IV	Shizuoka	702k

bold cities appear on map.

(k = x1000)